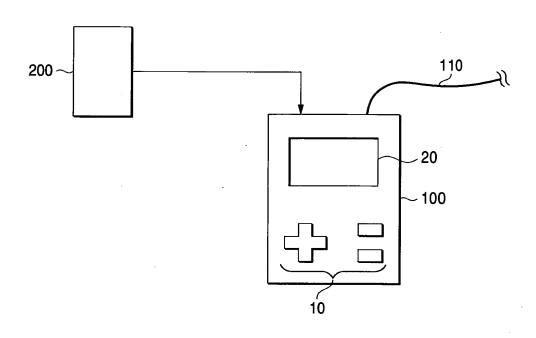
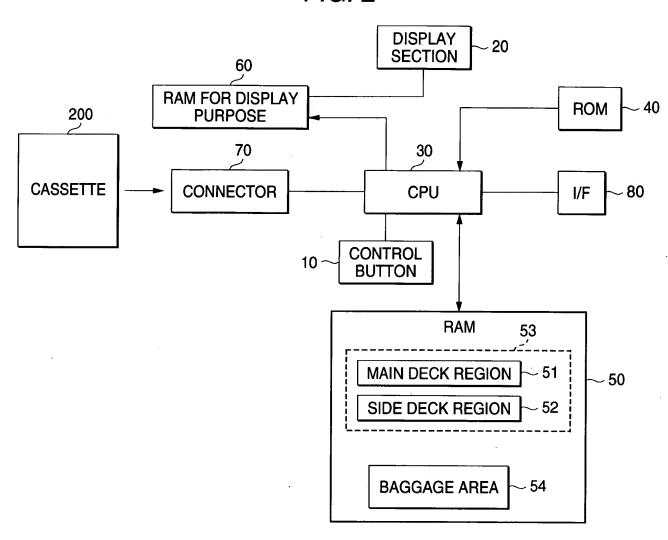
FIG. 1



ļ.**≟** 

FIG. 2

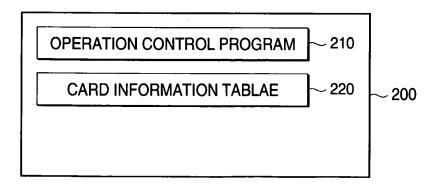


ĻĻ

l-d

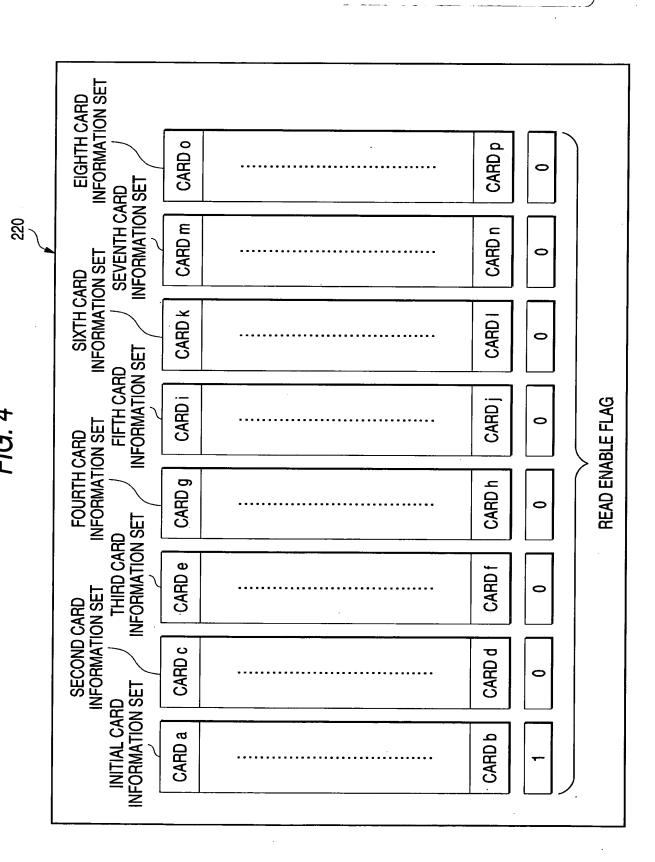
In IJ

FIG. 3



KAMETA et al.

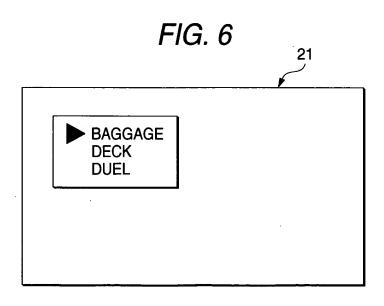
Q64955
GAME MACHINE
D OF CONTROLLING OPERATION OF
THE GAME MACH:
NO COMPUTER READABLE MEDIUM
HAVING RECORDED THEREON OPERATION CONTROL
PROGRAM FOR CONTROLLING THE GAME MACHINE
Filed: June 15, 2001
Darryl Mexic
3 OF 15

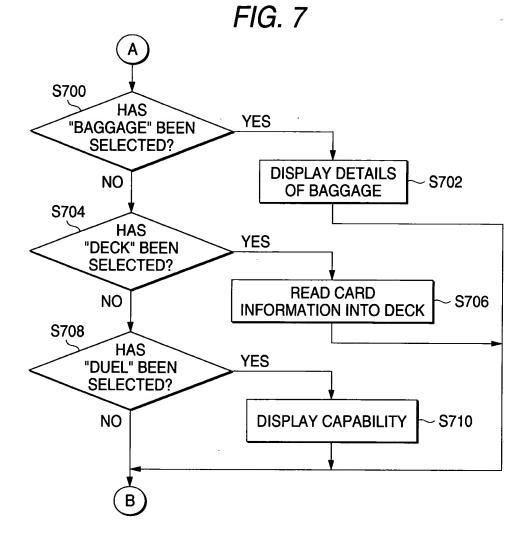


KAMETA et al. Q64955
GAME MACHINE, METHOD OF CONTROLLING OPERATION OF THE GAME MACHINE HAVING RECORDE ON OPERATION CONTROL PROGRAM FOR CON LING THE GAME MACHINE Filed: June 15, 2001
Darryl Mexic 202-293-7060
4 OF 15

FIG. 5

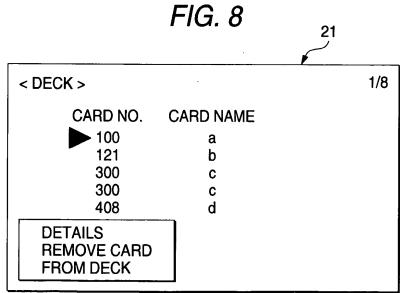
CARD NAME		а	С	d	е	f	 b	
	NORMAL	OFFENCE	400	2400	920	2000	1810	 1300
		DEFENCE	300	2000	1830	1530	1530	 1500
	FOREST	OFFENCE	1760	2640	820	1280	2000	 1690
		DEFENCE	1320	2200	1930	1730	1530	 2015
	WILDERNESS	OFFENCE	2080	2400	828	1242	1800	 1300
		DEFENCE	1560	2000	1737	1737	1377	 1560
FIELD	MOUNTAIN	OFFENCE	1440	3120	800	1242	1800	 1300
		DEFENCE	1080	2600	1737	1727	1377	 1550
	GREEN FIELD	OFFENCE	1760	2840	825	1242	1800	 1430
	GREEN FIELD	DEFENCE	1320	2200	1737	1737	1377	 1705
	OCEAN	OFFENCE	1120	2640	828	1242	1800	 810
		DEFENCE	840	2200	1737	1737	1377	 1085
	DADVAICO	OFFENCE	1400	2400	1200	1800	2500	 1760
	DARKNESS	DEFENCE	1200	2000	2500	2500	2000	 1550
CARD IMAGE DATA			Α	С	D	Ε	F	 В





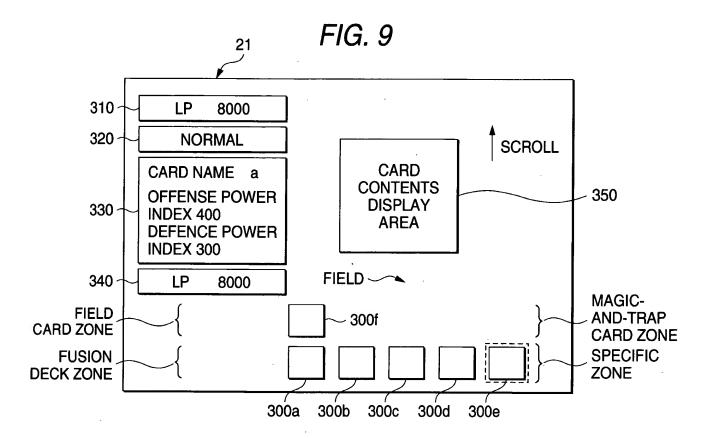
--

in in



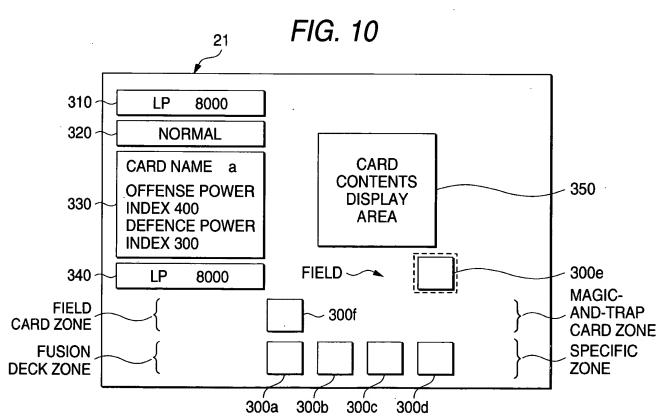
6/15

202-293-7060



Į.

--



KAMETA et al.

GAME MACHINE, MOUDO OF CONTROLLING OPERATION OF
THE GAME MACH
HAVING RECORD
PROGRAM FOR CO
Filed: June 15, 2001
Darryl Mexic
7 OF 15

Q64955
DC COMPUTER READABLE MEDIUM
REON OPERATION CONTROL
PROGRAM FOR CO
LLING THE GAME MACHINE
202-293-7060

FIG. 11

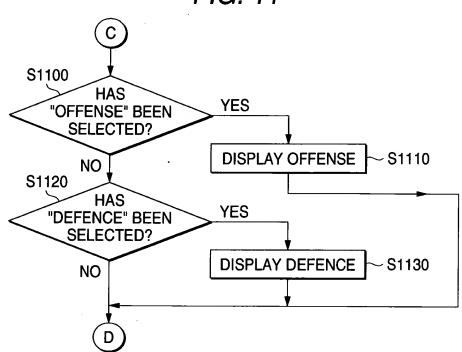
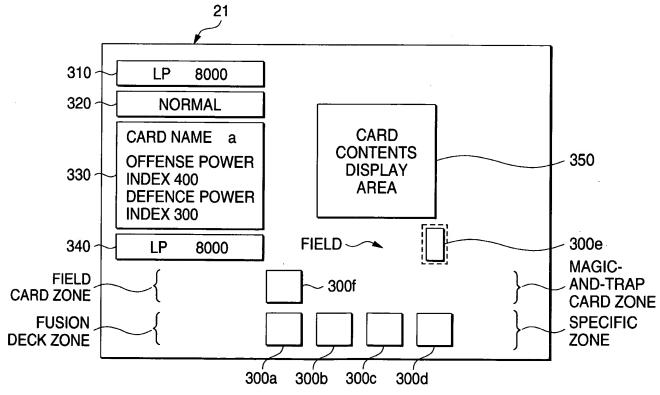


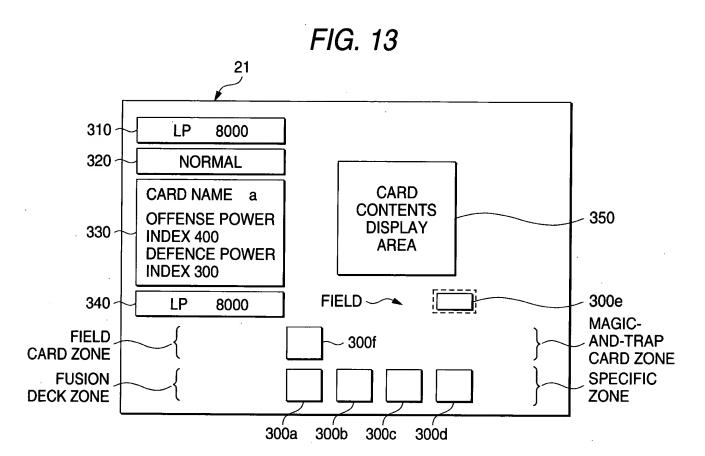
FIG. 12

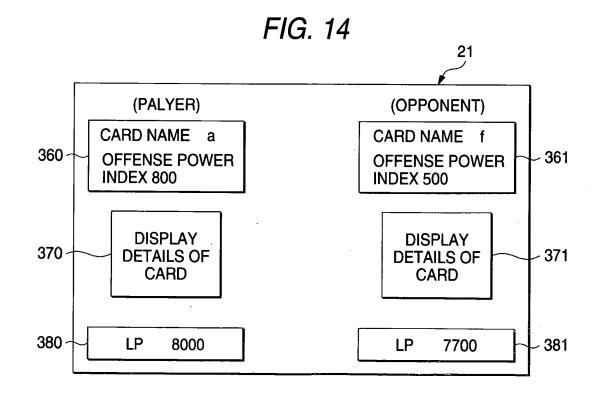


KAMETA et al.

GAME MACHINE,
THE GAME MACH
HAVING RECORDE
PROGRAM FOR CONTROLLING OPERATION CONTROL
PROGRAM FOR CONTROLLING THE GAME MACHINE
Filed: June 15, 2001
Darryl Mexic

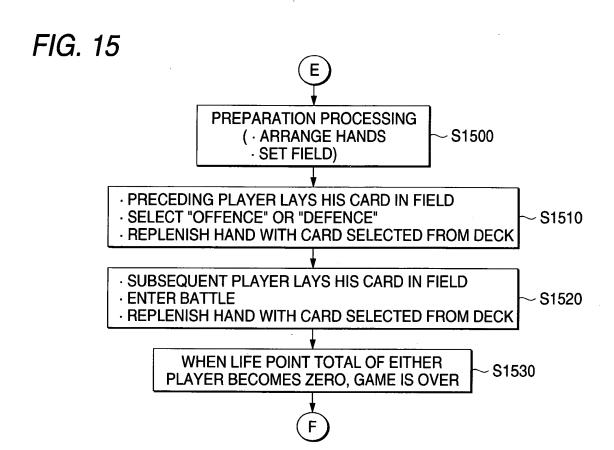
8 OF 15

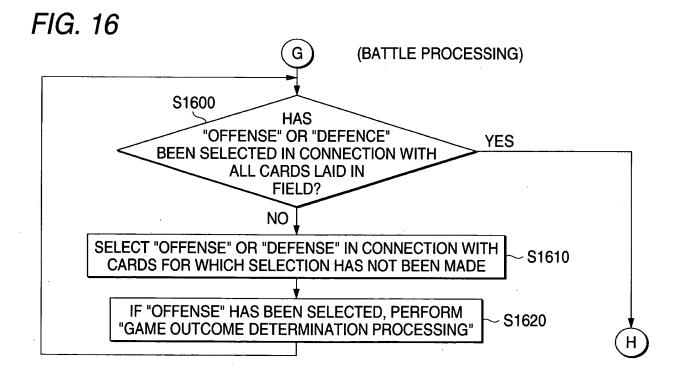




KAMETA et al.

GAME MACHINE, NO OF CONTROLLING OPERATION OF THE GAME MACH
HAVING RECORDS
PROGRAM FOR CONTROLLING THE GAME MACHINE
Filed: June 15, 2001
Darryl Mexic
9 OF 15





KAMETA et al. Q64955
GAME MACHINE, D OF CONTROLLING OPERATION OF
THE GAME MACH
HAVING RECORDI. PERSON OPERATION CONTROL
PROGRAM FOR CONTROLLING THE GAME MACHINE
Filed: June 15, 2001
Durryl Mexic 202-293-7060
10 OF 15

10/15

FIG. 17

CASE	DETAILS OF PROCESSING		
"OFFENSE" VS. "DEFENCE"	SUBTRACT LIFE POINTS EQUAL TO DIFFERENCE IN OFFENSE POWER INDICES OF BOTH CARDS FROM LOSER'S LIFE POINT TOTAL, AND CAUSE LOSER'S CARD TO DISAPPEAR FROM LOSER'S SCREEN		
"OFFENSE" VS. "DEFENCE," "OFFENSE" HAS WON A GAME	CAUSE LOSER'S CARD TO DISAPPEAR FROM LOSER'S SCREEN		
"OFFENSE" VS. "DEFENCE," "DEFENCE" HAS WON A GAME	SUBTRACT LIFE POINTS EQUAL TO A DIFFERENCE BETWEEN POWER INDICES OF BOTH CARDS		
"OFFENSE" VS. "NO CARD IN FIELD"	· SUBTRACT LIFE POINTS EQUAL TO OFFENSE POWER INDEX FROM LIFE POINT TOTAL OF THE PLAYER WHO HAS LAID NO CARD IN FIELD		

## FIG. 18

STAGE	OPPOSING CHARACTERS
FIRST STAGE	DUELIST 1, DUELIST 2, DUELIST 3, DUELIST 4 AND DUELIST 5
SECOND STAGE	DUELIST A, DUELIST B, DUELIST C, DUELIST D AND DUELIST E
THIRD STAGE	DUELIST (1), DUELIST (2), DUELIST (3), DUELIST (4) AND DUELIST (5)
FOURTH STAGE	SHIRDY, ISHIZU, MARK AND SIMON

KAMETA et al.

GA4955
GAME MACHIN
THE GAME MACHIN
HAVING RECORDED THEREON OPERATION CONTROL
PROGRAM FOR CONTROLLING THE GAME MACHINE
Filed: June 15, 2001
Darryl Mexic

11 OF 15

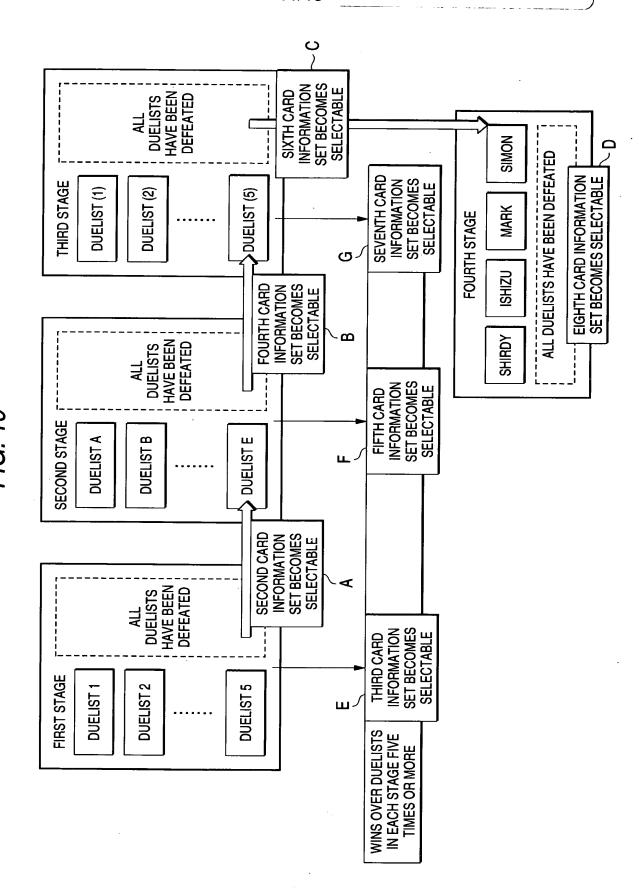


FIG. 19

KAMETA et al.

GAME MACHINE.

GAME MACHINE.

TO OF CONTROLLING OPERATION OF
THE GAME MACHINE.

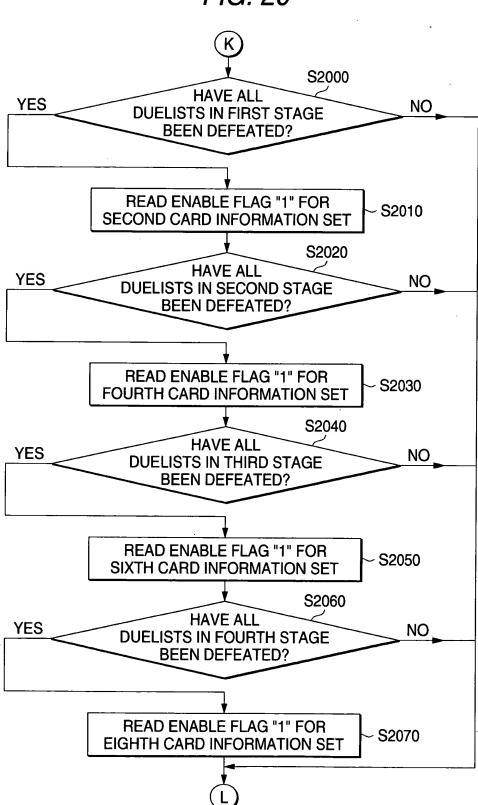
THE GAME MACHINE.

THE GAME MACHINE.

THE GAME MACHINE

REON OPERATION CONTROL

FIG. 20

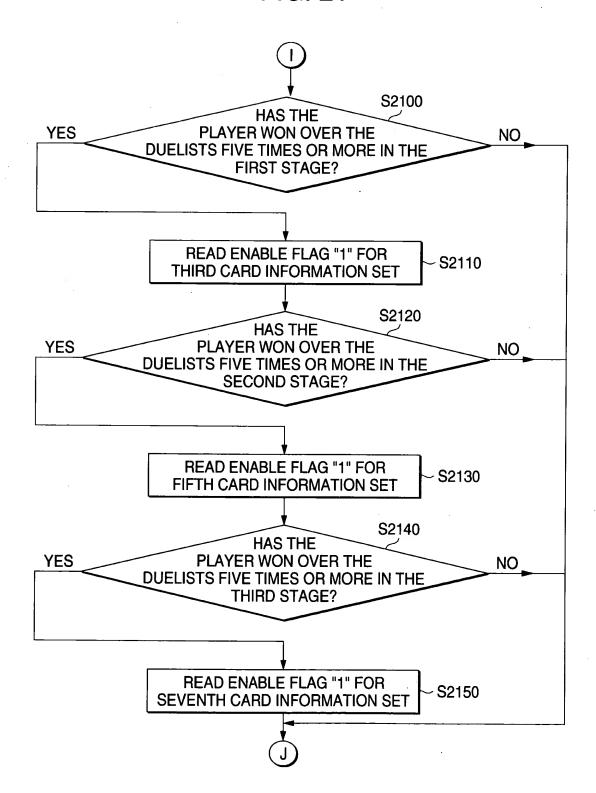


KAMETA et al.

GAME MACHINE,
THE GAME MACHINE,
D OF CONTROLLING OPERATION OF
THE GAME MACH
HAVING RECORDS.

REON OPERATION CONTROL
PROGRAM FOR CONTROLLING THE GAME MACHINE
Filed: June 15, 2001
Darryl Mexic
13 OF 15

FIG. 21



KAMETA et al.

GAME MACHINE
THE GAME MACHINE
THE GAME MACHINE
D OF CONTROLLING OPERATION OF
THE GAME MACH
HAVING RECORDED—HEREON OPERATION CONTROL
PROGRAM FOR CONTROLLING THE GAME MACHINE
Filed: June 15, 2001
Darryl Mexic
14 OF 15

14/15

FIG. 22

230

DATE OF OCCURRENCE OF EVENT	ITEMS	DETAILS OF EVENTS	OPPOSING CHARACTERS	FIELD
SECOND MONDAY ON JANUARY	COMING-OF-AGE DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	KUJYAKUMAI	MOUNTAIN
SECOND MONDAY ON OCTOBER	HEALTH-SPORTS DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	JYONOUCHI	MOUNTAIN
	VERNAL EQUINOX DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	EVERYONE	PLAIN
·	AUTUMNAL EQUINOX DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	EVERYONE	PLAIN
JANUARY 1ST	NEW YEAR'S DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	YAMI-YUGI	DARKNESS
FEBRUARY 11TH	NATIONAL FOUNDATION DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	DINOSAUR RYUZAKI	WILDER- NESS
APRIL 29TH	GREEN DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	INSECTOR HAGA	FOREST
MAY 3RD	CONSTITUTION DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	BAKURA RYO	DARKNESS
MAY 4TH	NATIONAL HOLIDAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	HONDA HIROTO	WILDER- NESS
MAY 5TH	CHILDREN'S DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	MUTO YUGI	NORMAL
JULY 20TH	OCEAN DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	KAJIKI RYOTA	OCEAN
SEPTEMBER 15TH	RESPECT-FOR-THE- AGED DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	PANDORA	DARKNESS
NOVEMBER 3RD	CULTURE DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	ESPER ROBA	NORMAL
NOVEMBER 23RD	LABOR THNAKSGIVINGS DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	SHINZAKI KYOKO	FOREST
DECEMBER 23RD	THE EMPEROR'S BIRTHDAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	SETO	DARKNESS
MARCH 21ST	FOUNDATION DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	SIMON MOOLAN	NORMAL
OCTOBER 31ST	HALLOWEEN	YOU CAN GET A CARD IF YOU HAVE WON A GAME	RARE CARD HUNTER	DARKNESS
DECEMBER 24TH	CHRISTMAS EVE	YOU CAN GET ONE BACK-PLUS IF YOU HAVE WON A GAME	EVERYONE	NORMAL
FEBRUARY 14TH	VALENTINE'S DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	KYOKO, MAI	NORMAL
MARCH 14TH	WHITE DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	JYONOUNCHI, YUGI, BAKURA, HONDA	44

KAMETA et al.
GAME MACHI
THOD OF CONTROLLING OPERATION OF
THE GAME M
AND COMPUTER READABLE MEDIUM
HAVING RECONDED THEREON OPERATION CONTROL
PROGRAM FOR CONTROLLING THE GAME MACHINE
Filed: June 15, 2001
Darryl Mexic
15 OF 15

Q64955
AND COMPUTER SEA CONTROLLING THE GAME MACHINE
15 OF 15

FIG. 23

